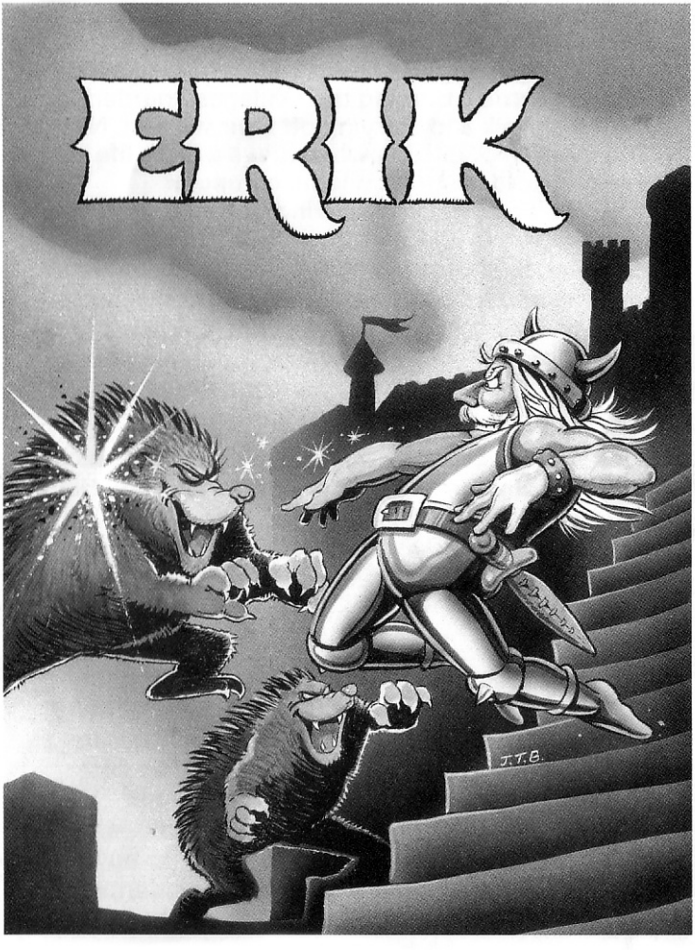
ERIK

STORY:
Erik is not your ordinary 8th Century pillaging, marauding Viking. He doesn't go around invading other countries, burning their villages, murdering their men-folk and carrying off their women. No, Erik is a friendly Viking who enjoys a quite life exploring old castles, building computer controlled robots, scuba-diving and sitting peacefully in his garden.
However, Erik's peace and quite is shattered when the reincarnation of the evil god Loki comes onto the scene. Angry at Erik's refusal to join in with the more murderous Viking pursuits, Loki casts a spell over Erik's worlds, turning his normally peaceful hobbies into a battle of life and death.

Journey with Erik through each of his worlds as he confronts the terrible dangers that await him. Help him to find the skill and cunning necessary to overcome the forces of the evil god Loki and so earn the right to live in peace.

GAME PLAY:
Erik's 4 worlds are each divided into 7 levels, the last of which contains a guardian that needs to be defeated to gain access to the next world. Each level is littered with monsters, cash, bonus items and booby traps. Cash comes in the form of precious jewels and can be used in the shops, which are to be found on certain levels, to buy extra weapons, shields and lives. In addition, each world contains 2 secret rooms which, if found, can

be entered to find extra lives and weapons not normally available from the shops.

On each level there is a key which, when collected, opens the exit door and allows you to move onto the next level. But don't move on too soon. The more cash you collect, the better the weapon you can buy and the easier it will be to kill the many types of monster that you will meet on your travels. However, be careful. If you lose a life, you also lose any extra weapon that you may have obtained, and that will make your task more difficult.

You have been warned. The choice is yours.
Choose wisely.

LOADING:

Commodore Amiga: On workbench prompt, insert ERIK disk. The game will load automatically. When loaded, the disk can be removed.

Atari ST:

Insert ERIK disk and switch on computer. The game will load automatically. Leave disk in drive during play.

CONTROLS:

Joystick up/down/right/left as normal. Use **fire button** repeatedly to use weapon held. Pull **down** on joystick to enter room. **ESC.** to quit game.

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If you have written a good programme and would like to discuss marketing, please write to:

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